Title: Communication Protocol For Synchronizing Animation Systems Inventors: Blanco, et al.

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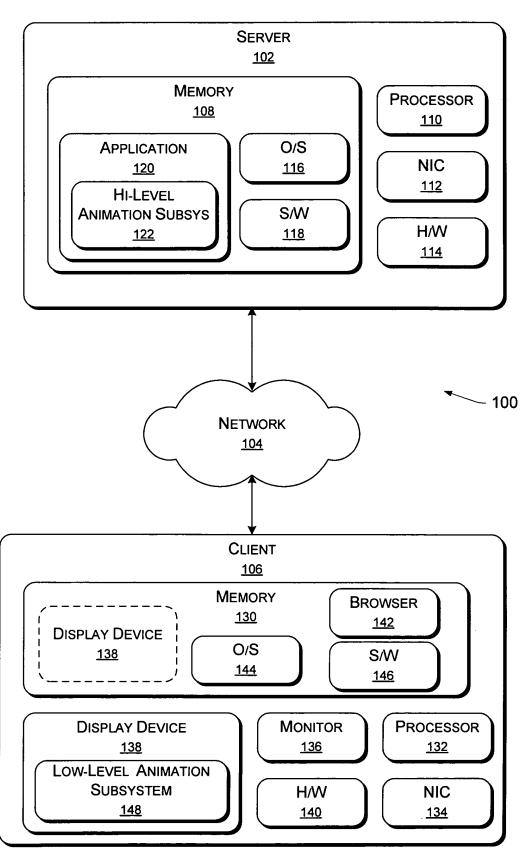


Fig. 1

Docket Number: MS1-1756US Title: Communication Protocol For Synchronizing Animation Systems Inventors: Blanco, et al. Page 2 of 7 USER CODE 202 **API BOUNDARY** 206 **APPLICATION** <u>120</u> HL ANIMATION SUBSYSTEM <u>122</u> **HL GRAPHICS** HL ANIM. OBJ'S <u>208</u> <u>210</u> HL HL CLOCK(S) TIMING **ENGINE** <u>214</u> <u>212</u> **PROTOCOL MESSAGES** <u>216</u> **COMMUNICATION CHANNEL** <u>204</u> PROTOCOL MESSAGES <u>216</u> **DISPLAY DEVICE** <u>138</u> LL ANIMATION SUBSYSTEM <u>148</u> LL ANIM. OBJ'S LL GRAPHICS <u>220</u> <u>218</u> LL TIMING LL CLOCK(S) ENGINE - 200 <u>224</u> <u>222</u>

Fig. 2

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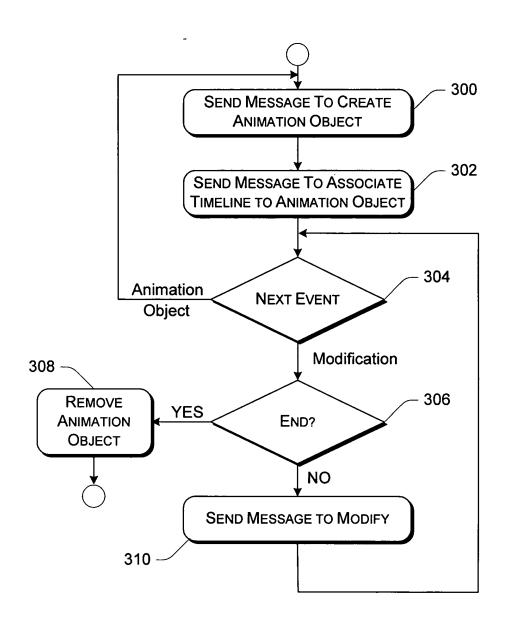


Fig. 3

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	HIGH LEVEL TIMING ENGINE T	O LOW LEVEL TIMING ENGINE	
102 —	MESSAGE	PARAMETERS	
06 —	CREATE CLOCK	INITIAL CLOCK PROPERTIES	/4
10 —	UPDATE PROPERTIES	TARGET CLOCK; UPDATED PROP'S	/
14 —	ADD INTERVAL	TARGET CLOCK; INTERVAL PROP'S	/
18 —	RESET SYNCHRONIZATION SLIP	TARGET CLOCK	<u> </u>
22 —	REMOVE ALL INTERVALS	TARGET CLOCK	<u>_</u> .
	DELETE CLOCK	CLOCK TO DELETE	1
32 —	MESSAGE	<u>PARAMETERS</u>	
	MESSAGE	PARAMETERS	، –ر ا
	SYNCHRONIZE WITH MEDIA SLIP	TARGET CLOCK; SLIP AMOUNT	<u> </u>
430	Fig.	46	
	HIGH LEVEL ANIMATION OBJECTS	TO LOW LEVEL ANIMATION OBJECTS	
2 -	HIGH LEVEL ANIMATION OBJECTS	TO LOW LEVEL ANIMATION OBJECTS PARAMETERS]
\sim			γ
l6 —	MESSAGE	PARAMETERS OUTPUT VALUE TYPE, ANIMATION	\ •
42 — 46 — 50 —	MESSAGE CREATE ANIMATION	PARAMETERS OUTPUT VALUE TYPE, ANIMATION FUNCTION & CONTROLLING CLOCK	

Fig. 4c

ADD ANIMATION TO COLLECTION

REMOVE ANIMATION FROM

COLLECTION

CREATE STATIC VALUE

UPDATE STATIC VALUE

458 -

462 -

466

440 -

TARGET ANIMATION COLLECTION &

ANIMATION TO ADD

TARGET ANIMATION COLLECTION &

ANIMATION TO REMOVE

VALUE TYPE; INITIAL VALUE

TARGET STATIC VAL OBJ.; NEW VAL

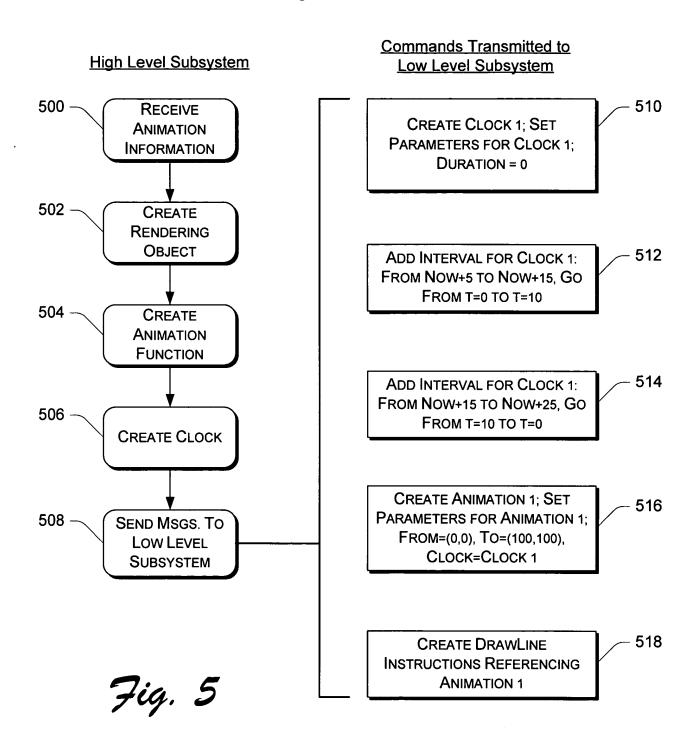
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464

468

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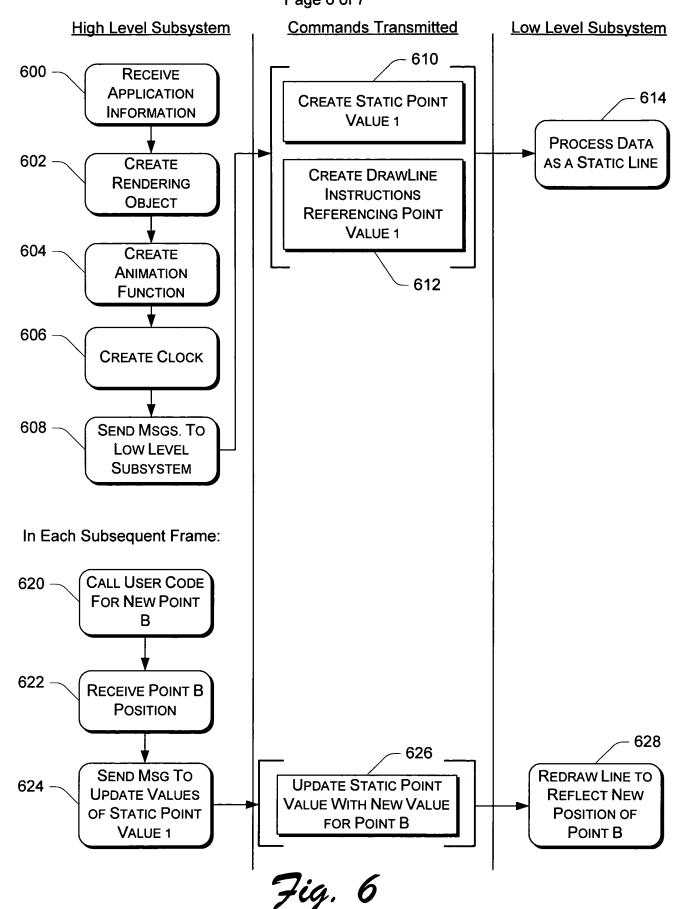
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